

































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# Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

- All rules 76
-  Vulnerability 5
-  Bug 9
-  Security Hotspot 1
-  Code Smell 61




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Security.allowDomain(...) should only be used in a tightly focused manner		Vulnerability
The flash.system.Security.exactSettings property should never be set to false		Vulnerability
Dynamic classes should not be used		Code Smell
"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed		Vulnerability
"default" clauses should be first or last		Code Smell
Event types should be defined in metadata tags		Code Smell
Event names should not be hardcoded in event listeners		Code Smell
The special "star" type should not be used		Code Smell
Variables of the "Object" type should not be used		Code Smell
Methods should not be empty		Code Smell
Constant names should comply with a naming convention		Code Smell
All branches in a conditional structure should not have exactly the same implementation		Bug
Classes that extend "Event" should		

## A function should have a single point of exit at the end of the function

Analyze your code

-  Code Smell
-  Minor ?
-  brain-overload

This is required by IEC 61508, under good programming style.

### Noncompliant Code Example

```
function func1() { // Noncompliant - there are two point
    if (false) {
        return;
    }
}

function func2() { // Noncompliant - there are two point
    if (a > 0) {
        return 0;
    }
    return -1;
}
```

### Compliant Solution

```
function func1() {
    return;
}

function func2() {
}

function func3();
```

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<div>override "Event.clone()"</div> <div> Bug</div>
<div>Constructors should not dispatch events</div> <div> Bug</div>
<div>"ManagedEvents" tags should have companion "Event" tags</div> <div> Bug</div>
<div>Objects should not be instantiated inside a loop</div> <div> Code Smell</div>
<div>Two branches in a conditional structure should not have exactly the same implementation</div> <div> Code Smell</div>
<div>Constructor bodies should be as lightweight as possible</div> <div> Code Smell</div>
<div>Only "while", "do" and "for" statements should be labelled</div> <div> Code Smell</div>
<div>Statements, operators and keywords specific to ActionScript 2 should not be used</div> <div> Code Smell</div>
<div>"for" loop stop conditions should be invariant</div> <div> Code Smell</div>
<div>Unused function parameters should be removed</div> <div> Code Smell</div>